

**METHOD AND APPARATUS USING GEOGRAPHICAL POSITION TO PROVIDE  
AUTHENTICATED, SECURE, RADIO FREQUENCY COMMUNICATION BETWEEN A  
GAMING HOST AND A REMOTE GAMING DEVICE**

**ABSTRACT**

Method and apparatus for providing authenticated, secure, communication between a gaming host communicating via radio frequency (RF) subcarriers to a remote user device in another location. Location of the remote user device and the host server are determined by accessing signals generated by either Global Positioning System (GPS) satellites, or by terrestrial radio broadcast stations, through a process known as radio frequency triangulation telemetry tracking (RF-3T). Player authentication (identity verification) is determined by use of a personal identification number (PIN). A remote user device may be implemented as a stand alone or self-contained single unit that is portable and can receive communications via radio frequency, or may be implemented as one or more discreet components adapted to be used with a laptop, a personal digital assistant (PDA), or desktop personal computer (PC).